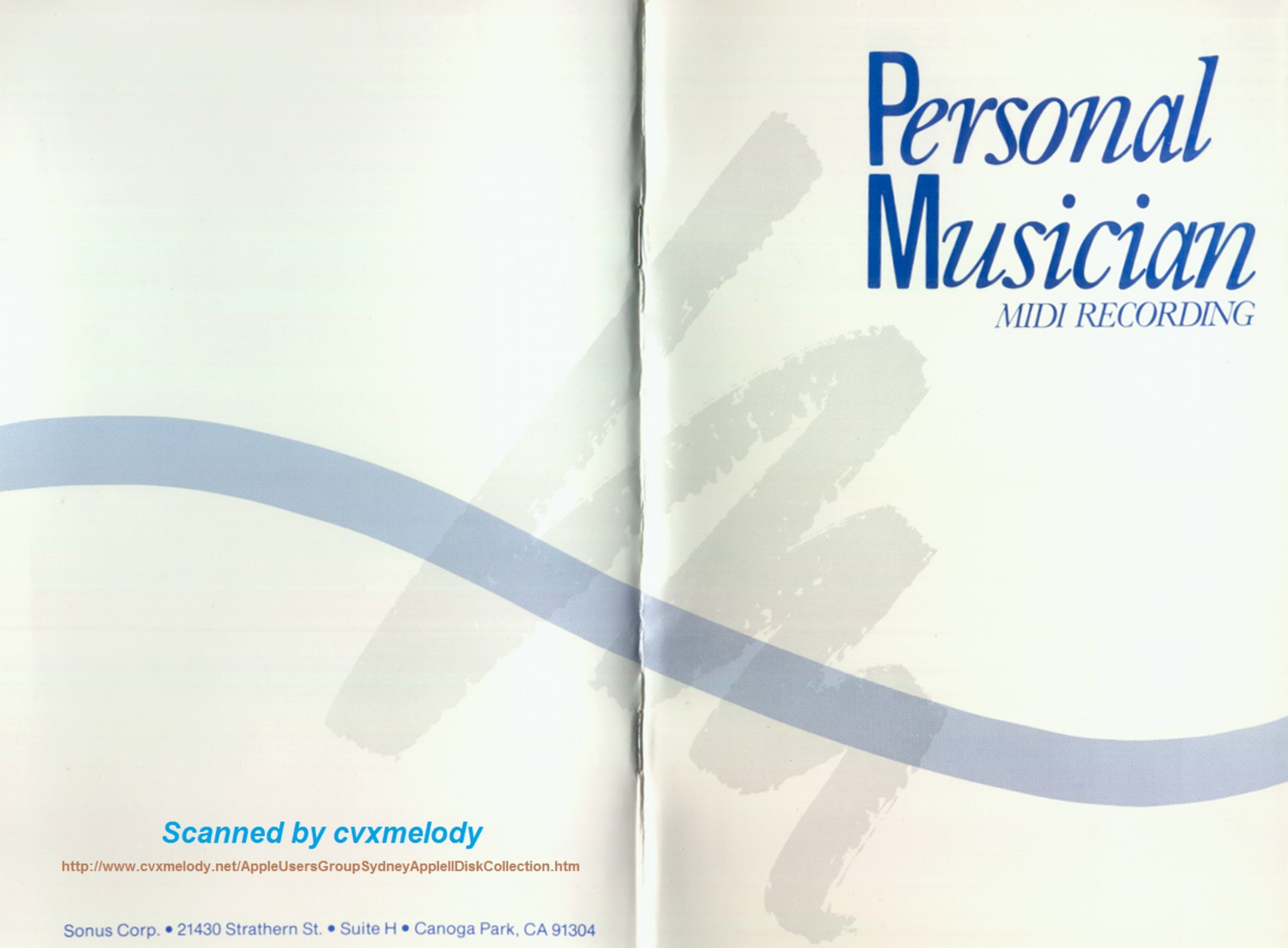




Personal Musician

MIDI RECORDING

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PERSONAL MUSICIAN Owner's Manual for the Apple II

First Edition - April 1987

by

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Warranty

SONUS Corporation does not warrant that the functions contained in this program will meet your requirements or that the operation of the program will be uninterrupted or error free. SONUS does warrant that the diskette on which the program is furnished is free of defects in materials and workmanship under normal use for a period of ninety (90) days from the date of delivery to you as evidenced by a copy of your receipt. The warranty card enclosed with the product must be completed and mailed to SONUS for this warranty to be valid.

Defective media returned by purchaser within the ninety day period will be replaced without charge, providing the purchaser has signed and returned the warranty registration card and provided that the returned media has not been subjected to any unusual damage or wear and tear.

Defective media should be returned, postage or shipping costs prepaid, to:

SONUS CORPORATION
21430 Strathern, Suite H
Canoga Park, CA 91304
Attention: Warranty Department

Be sure that any returned media is shipped in a protective package, along with a description of the problem.

SONUS will replace diskettes damaged by the user's negligence at its discretion for a fee of \$25.00. All claims for replacement of damaged diskettes must include the damaged diskette and shipping prepaid.

This warranty does not apply to the software program itself. The software program enclosed is sold AS IS.

This warranty supercedes all other warranties; oral, written, expressed or implied.

Any implied warranties are expressly limited to ninety days from date of purchase. This includes any implied warranties of merchantability and fitness for a particular purpose. SONUS Corp. is not responsible for any incidental, consequential, or collateral damages resulting from use and/or operation of its products, or for the breach of any expressed or implied warranty.

What's MIDI?

MIDI stands for Musical Instrument Digital Interface. What this is in simple terms is a standardized way to "interface" or connect electronic instruments together or to connect a computer to any electronic music instrument equipped with a MIDI interface. You can think of this interface just like a computer printer interface. A printer interface allows the computer to communicate with the printer. Without a printer interface, often a special hardware card, your computer could not talk to your printer.

Similarly a computer MIDI interface, also usually a special hardware card, allows your computer to talk to electronic music instruments. The MIDI interface is different from a printer interfaces in that it is bidirectional. This means that information travels in both directions over MIDI. With a printer interface the computer sends information to the printer but the printer usually sends no information back to the computer. With MIDI the computer sends information to the instrument and the instrument can send information back to the computer. The information sent over MIDI, as with a printer, is not the sound the instrument makes at all but instead is a series of standardized protocols agreed upon by the instrument manufacturers. These protocols include notes on and off, pitch bend and mod wheel information, program changes, and many others.

The enclosed Personal Musician program understands the MIDI "language". When you record music with the Personal Musician it records what MIDI bytes are being sent by your instrument and when they were received. When you playback your music with Personal Musician the program doesn't send the actual sound the instrument made back to the instrument, as a tape recorder would. Instead it sends the same protocols, such as note ons and offs, that were received when the recording was made. Recording MIDI information offers several advantages over the ordinary recording of sound. For example, if you hit the wrong note when recording with MIDI you don't have to go back and rerecord the piece. You can go into the recorded MIDI information and change the wrong note to the right one. Also, if you overdub additional tracks using MIDI you don't get the extra tape noise associated with traditional overdubbing, since overdubbing amounts to simply sending more MIDI protocols out.

With MIDI you can playback using any sound in your electronic keyboard, not just the sound you recorded the track with. In addition, MIDI allows you to change the speed (or tempo) of the playback without changing the pitch of the music - as speeding up or slowing down a tape recorder would do.

The MIDI protocols are "channelized". This means each protocol has a channel associated with it. This channel, which can have any number between 1 and 16, corresponds to the MIDI channel of the instrument which is supposed to respond to the MIDI protocol. If an instrument receives a protocol with a channel different from its own, it's supposed to ignore the command. With this "channelization" MIDI can be used to control up to 16 instruments at the same time. An entire home studio can be controlled via MIDI with each MIDI instrument playing its own individual part - that part which corresponds to its channel.

MIDI is a revolutionary development in music. MIDI is to music what the personal computer has done for wordprocessing, accounting and overall personal productivity. We at Sonus hope that Personal Musician will be an easy to understand and enjoyable introduction to this exciting music breakthrough.

Necessary Equipment

You will need the following items to use your Personal Musician:

1. Personal Musician Master Disk
2. A blank 5 1/4" disk for your music data
3. MIDI Interface Card (Sonus or Passport)
4. Apple II (Plus, E or GS)
5. Monitor
6. 5 1/4" disk drive and disk drive interface card
7. One or more electronic music synthesizers with MIDI capability
8. Audio playback system
9. Assorted connecting cables

ATTENTION: GS OWNERS

The enclosed software will run on the Apple GS if you have a MIDI interface card and a 5 1/4 inch disk drive for your GS. In order to run the program on your GS you MUST do the following:

- 1) Place your MIDI interface card in Slot 2.
- 2) Place your 5 1/4 inch disk drive interface card in Slot 6.
- 3) Bring up your GS Desk Accessories by pressing the control/Apple/escape keys. On the opening screen of the Desk Accessories select the Control Panel. Now select Slots in the Control Panel. You MUST configure your GS as follows:

Slot 1: Your Card
Slot 2: Your Card
Slot 3: Your Card
Slot 4: Your Card
Slot 5: Your Card
Slot 6: Your Card
Slot 7: Your Card

Startup Slot: 6

Setting the Startup Slot to 6 allows the GS to auto boot from the 5 1/4 inch drive. After setting the slots as described above, press Return to return to the Control Panel selection screen. Select Quit on this screen and on the Desk Accessory screen. Make sure your program diskette is in the drive and it should now auto boot.

IMPORTANT: You must configure your GS as described above before you attempt to boot the program. You CANNOT bring up the Desk Accessories while in the program and the program will not run if the GS is not configured properly. DO NOT attempt to bring up the Desk Accessories when the program is running. If you do attempt to bring up the Accessories the program will LOCK UP.

Starting Up

1. Make sure your computer, disk drive, and video monitor are installed and operating properly.
2. With the POWER OFF, insert your MIDI Interface card into SLOT 2 of your Apple computer.
3. Make sure the synthesizer(s) and audio system are also installed and working properly.
4. Using standard MIDI cables (5-pin DIN), connect the MIDI OUT jack on your MIDI Interface card to the MIDI IN jack on your synthesizer; then connect the MIDI OUT jack on your synthesizer to the MIDI IN jack on the Interface card. If you are using more than one synthesizer, connect the MIDI THRU jack on your main synthesizer to the MIDI IN jack on your 2nd synthesizer, the MIDI THRU jack on the 2nd to the MIDI IN on your 3rd synthesizer, etc.
5. Turn on your computer.
6. Insert your Personal Musician Master Diskette into the drive.
7. Wait for the Personal Musician to load and you will see the opening screen reminding you to have your caps lock on.
8. Leave your Master Diskette in the drive and press RETURN. The drive will begin to whirl and the demonstration song will be loaded automatically. When the load is completed the demonstration song will begin to play immediately and the message "PRESS SPACE BAR OR FOOTSWITCH TO STOP" will appear at the bottom of the screen. You may listen to the song if your MIDI equipment is hooked up. You may stop the song playing back at any time by simply pressing the Space Bar.

VERY IMPORTANT:

You must make sure the CAPS LOCK is ON when using an Apple IIe or Apple GS. Your MIDI interface card MUST BE IN SLOT 2. Also, your disk controller card MUST BE IN SLOT 6. If any of these conditions aren't met your Personal Musician program will not function.

Chapter One

Getting To Know Your Personal Musician

After loading Personal Musician and pressing the RETURN key the demonstration song will automatically load and begin playing. You stop the playback anytime you wish by pressing the Space Bar. For the purposes of this manual we're going to erase the demonstration song from memory and begin with a clean slate. You may reload the demonstration song or any of the songs included on your Personal Musician disk by using the DISK MENU described in Chapter Four of this manual.

After stopping playback by pressing the Space Bar press the "?" key (Shifted /). You will now see the message "** CURRENT MEMORY WILL BE LOST. IS THIS OK? *". Press the "Y" key and you will erase all Sequences and Songs in the Personal Musician memory. You should now see the screen illustrated on the following page.

Notice the two lines at the bottom of the screen labeled MAIN MENU. There should be a line flashing on and off through the center of these two lines, indicating that the choices shown (SET TEMPO, SET METRO, SET END, and SONG) are presently active.

Press "R" for "SONG"; the three lines at the bottom of screen should change to show the "Song Menu" which offers four new choices; SEQUENCE+, NAME SONG, INSERT, and EXIT. Now go ahead and select the exit option by pressing the "R" key. You should return to the MAIN MENU. With the Personal Musician certain menu selections will take you to other menus, such as the SONG selection. These selections appear in capital letters in the Menu Map Appendix A of this manual. Other menu selections perform specific tasks, such as SET TEMPO. These selections appear with only the leading letter capitalized in Appendix A.

Now press the "Escape" key. A different set of four choices is displayed under Main Menu, now labeled "Q2", "W2", "E2", and "R2". Press the "Escape" key another time on the computer keyboard and a third set of four choices; CHANNEL+, NAME TRK, AUTO-CORR, and a Blank, displayed and labeled "Q3", "W3", "E3", and "R3", respectively. Pressing the "Escape" key a third time gives you yet four more selections. Pressing the "Escape" key a fourth time returns you to the first four menu selections "Q1", "W1", "E1", and "R1".


```

I PERSONAL          MEMORY: xx          SNG:
I MUSICIAN                                     XPOSE:
I
I SEQA:
I TEMPO: 100
I
I          MSR BT PL
I          CTR 001:01:01
I          END 001:01:01
I
I -----
I I Rec I Play > I << I >> I
I -----
I          ^
I          A B C D E F G H
I          ^
I TRACK      1   2   3   4
I NAME
I CHANNEL
I
I MAIN MENU
I
I -----
I Q1          W1          E1          R1
I SET TEMPO   SET METRO   SET END      SONG
I

```

Personal Musician Screen

There are sixteen choices available to you from the Main Menu even though only four are visible at any time. Each menu in your Personal Musician works the same way, although not all the menus have as many as sixteen choices. You might think of these as the different Levels of each menu. Remember, for each menu there are as many as four different Levels, each accessed by pressing the "Escape" key an additional time. Pressing the "Escape" key the final time always returns you to the original four selections (or Level 1). On some of the menus not all of the Levels are used. In these cases pressing the "Escape" key after the last active level will return you to the original selections, or Level 1.

Hidden Commands, Track Cursor, and Sequence Selector

In addition to the functions which appear on the various menu Levels of Personal Musician there are several commands which are executed when other computer keys are pressed. These are called "Hidden" commands because they aren't displayed in the menus. One of the chapters in this manual is devoted to describing all of these "Hidden" commands; however, certain Hidden Commands will be explained here in order to proceed. Hold down either "Shift" key and press the ">" key on your computer. Notice that the letter to the right of the "SEQ" callout in the left side of the screen changes from "A" to "B". This letter is the Sequence Selector and indicates which of the eight available Sequences (A to H) you are currently working with. Recording, editing, saving, or loading, will affect this Sequence only. If any information is recorded into the Sequence, the Sequence Selector letter will appear reversed.

Now hold down either "Shift" key and press the "<" key. Notice that the Sequence Selector letter decrements.

WITHOUT holding either "Shift" key now press the ">" key. You will see that the carat over the number "1" which appears to the right of "Track" near the bottom of the screen moves to the number "2". Press again and the carat moves to "3" and so on. This is your Track Cursor. Any operation you perform involving a single track such as recording or naming will affect only the Track currently indicated by the Track Cursor.

Again, WITHOUT pressing either "Shift" button press the "<" key. You will now see that the Track cursor moves in the opposite direction.

Make sure the Sequence Selector is on Sequence location A) and that the Track Cursor (the carat appearing over one of the numbers to the right of the word "Track") is on the number "1" before proceeding to the next section.

Tape Transport Controls

The following box is displayed in the middle left of the Sequence screen:

```
-----  
| REC | PLAY > | << | >> |  
|-----|-----|-----|  
|       |       |       |
```

These are the Tape Transport Controls which are designed to simulate the action of a tape recorder.

Recording Your First Track -

Now hold down the "/" key - the "REC" button of the Tape Controls should reverse. Press the SPACE BAR - the REC button and PLAY button will reverse and a metronome will sound if your MIDI out is hooked to a MIDI keyboard on the proper MIDI channel. At the bottom of the screen where the menu bar was, you will see a message which reads:

PRESS SPACE BAR OR FOOTSWITCH TO STOP

You should see that the numbers at the right end of the Counter are counting very quickly. Your Personal Musician is now ready to record on Track 1 of Sequence A. To record, all you need to do now is play your synthesizer keyboard. As soon as you play a note, the middle numbers in the Counter will start to count, indicating that the recording has begun. Play a little music (more than four measures) and then press the SPACE BAR (or FOOTSWITCH if available on your MIDI Interface card) to stop. Notice that the Sequence Selector letter is now reversed. This indicates that something has been recorded in Sequence A (You may give the Sequence a proper name with the NAME SEQ command described in Chapter 2. You should also see that the number 1 in the Track line and a space to either side are now reversed. This indicates that something has been recorded on Track 1.

Hold down either Shift key and press the ">>" key to advance the Sequence Cursor to Sequence B. Notice that the 1 in the Track line is no longer reversed, indicating Track 1 in Sequence B is not recorded. Now hold down either Shift Key and press the "<<" key to move the Sequence Selector back to Sequence A.

Underneath the "CTR" indicator in the middle of the screen you will see a second indicator labeled "END". This indicator shows where the Sequence you just recorded ends. If you recorded exactly four measures your "END" counter should now read 005:01:01. If nothing has been recorded the "END" will show 001:01:01 indicating that the Sequence has no length.

The Counter Numbers -

The "CTR" and "END" Counters on your Personal Musician are similar to the Tape counters on a conventional tape recorder except they are designed to count in a more musical fashion. The meaning of the Counters is as follows:

Three Left most digits	-	Measure number
Two Center digits	-	Beat number within the Measure
Two Right most digits	-	Pulses within the Beat

To replay the Sequence you just recorded make sure the Sequence Selector is still on Sequence A and press the SPACE BAR. You should hear the Sequence playing back. Notice that the "CTR" indicator is counting. Press the SPACE BAR again to stop the playback. Press the SPACE BAR several times. Each time the Sequence will begin playing from the place in the Sequence which the "CTR" is indicating.

Stop the playback of the Sequence somewhere near the start and press the ">" key to advance the Track Cursor to Track 2 (indicated by the carat over the number in the Track line). Now press the "/" key, press the SPACE BAR, and play your synthesizer. You are now recording on Track 2 of Sequence A, starting from the place indicated by "CTR" when you started the recording. When you reach the End of the Sequence, the recording will automatically stop and the "CTR" indicator will read 001:01:01. You have just performed an overdub. Notice that the number 2 in the Track line is now reversed indicating it too has been recorded. Press the SPACE BAR to hear both of the Tracks playing back.

Either while the Sequence is playing or when it has stopped, press the "1" key and notice that the number 1 in the Track line is blanked, and if the Sequence is playing you should no longer hear the material which was recorded on Track 1. You have just "Muted" Track 1. You can "Mute" and "Unmute" Tracks at any time with Personal Musician. To "Unmute" the Track, simply press its number again.

If you would like to advance the CTR to a specific place in a Sequence to start playback or to set the END, for example, you can use either the "Crsr Right" key for fast forward or the "+" key to advance by single pulses. If you want to move the CTR to an earlier location, you can use the "Crsr Left" key for fast reverse or the "-" key to decrement the counter by single pulses.

If at any time you would like to reset the CTR to the start of a Sequence, press the "B" key. If a Sequence has been recorded or the END Counter has been set you can advance the CTR to the END value by pressing the Control and the "B" key.

Some More About the END Counter -

The END Counter displays the length of any recorded Sequence. In the above case of a four measure Sequence, the END would read 005:01:01, meaning that when the Sequence reaches the first pulse of the first beat of the fifth measure it has finished and either loops back to the beginning or stops. If you record the first Track of a Sequence, which Personal Musician ordinarily uses to determine the length of the Sequence, and fail to hit the SPACE BAR to stop recording at precisely the time you intended, you can adjust the END later by using the SET END command of Level One in the MAIN MENU. This procedure is discussed in Chapter Two.

Other Personal Musician Features

Before discussing the various menus in Personal Musician let's take a brief look at the other features of the Personal Musician.

MEMORY (xx)

The MEMORY indicator located at the top center of the Sequence Screen shows you the amount of recording memory remaining in the Personal Musician at any time. The MEMORY indicator will start out showing available memory and decrement to 0 as you use up the Sequence memory. If all Sequence memory has been used you will be unable to perform any more recording and you will be locked out of certain edit functions which themselves use some Sequence memory. Because of this, it's a good idea to leave yourself some Sequence memory for further editing.

MIDI METRONOME

If you have MIDI out hooked to a keyboard, you will hear an audio metronome whenever you are playing or recording Sequences (Not in SONG). This audio metronome can be sent over any MIDI channel and be assigned to any note on your music keyboard by using the SET METRO command in Level 1 of the Main Menu (see Chapter 2). This MIDI metronome can be enabled and disabled from the computer keyboard by pressing the "N" key.

MIDI CLOCK

Whenever you are playing or recording Sequences or Songs the Personal Musician sends out MIDI clock bytes. These bytes allow you to sync your Sequences and Songs to other MIDI boxes such as a Drum Machine or another Sequencer Program.

TEMPO

Each of Personal Musician's 8 Sequences can have a different Tempo ranging from 44 to 240 beats per minute. The Tempo of the current Sequence is shown at the top left of the screen immediately under the Sequence Selector.

NAME

Directly below the Track Number line located below the center of the Sequence Screen is the Track Name line. Each of the Personal Musician's 4 Tracks can be given a three character Name. Once given, the Name appears in the Name line under the appropriate Track Number. Tracks are named in Level 3 of the MAIN MENU (discussed in Chapter 2).

CHANNEL

An over-riding Track MIDI Channel may be assigned to each Track. This MIDI Channel will over-ride all MIDI Channel information recorded in that Track. The ability to assign a Channel to a given Track allows you send the Track to any synth in your system, even if it wasn't previously recorded with that synth or on that synth's Channel. Track Channel is selected in Level 3 and Level 4 of the MAIN MENU (see Chapter 2) and once selected will appear in the Channel line directly below the Track Name line.

Chapter Two

MAIN MENU

The menu now at the bottom of your Personal Musician should be labeled "MAIN MENU". The MAIN MENU allows you perform several functions as well as to go to the other two menus (SONG and DISK) in the Personal Musician. Also, when exiting from either of the other two menus you will always return to the MAIN MENU. To execute any of the four menu selections shown at the bottom of the screen simply press the corresponding letter (Q, W, E, or R) key. Now let's describe the various selections available to you from the MAIN MENU (if you don't understand the concept of Levels, review Chapter 1).

Level 1

Q1 - SET TEMPO

Set tempo allows you to set the Tempo of the currently selected Sequence. Each Sequence can have its own Tempo setting ranging from 44 to 240 beats per minute. To set a Sequence's Tempo, press Q while in Level 1 of the MAIN MENU. You will see the message "USE +/- TO SELECT RETURN TO CONTINUE" at the bottom of the screen. Press the "+" or "-" keys until you arrive at the desired Tempo. When satisfied press RETURN.

W1 - SET METRO

Pressing "W" while in Level 1 allows you to set the MIDI channel and MIDI note value of the MIDI metronome. Use the "+" and "-" keys to adjust each to the desired value. Follow each choice with a Return.

E1 - SET END

E1 allows you to change where any Sequence ends, letting you make it either longer or shorter. To change where a Sequence ends, simply use the Tape Transport Controls to set the CTR to where you would like the new End to be. If shortening the Sequence, you will see the message "** ENDING HERE MAY DESTROY SOME DATA. * IS THIS END CORRENT? (Y/N)". This message is intended to warn you that you may lose some recorded material from the End of your Sequence by shortening it. If acceptable to you, answer yes by pressing the "Y" key. When lengthening a Sequence no recorded material is lost so the message given simply reads "IS THIS END CORRECT? (Y/N)". NOTE: A Sequence must be at least one beat long. After Setting the End the new End will appear in the END Counter.

The SET END Command can be used to fix a Sequence's End which is either too short or too long because the SPACE BAR was hit at the wrong time when the first Track was recorded. Alternatively, You may use the SET END command to preset the length of a Sequence before you've recorded anything. This also allows you to record a Sequence with silence at the beginning. Do this in the same manner described above. With the End set in this fashion, the Personal Musician will automatically stop recording when it reaches the End.

E1 - SONG

Pressing "R" in Level 1 (R1) takes you to the SONG MENU of Personal Musician (see Chapter 3).

Level 2

Q2 - ERASE SEQ

The Erase Sequence command allows you to Erase any unwanted Sequence and reclaim the memory that it uses. To Erase a

Sequence be sure the Sequence Selector is on the Sequence you wish to Erase. Press Q in Level 2. You will be asked to confirm the Erase. If you answer yes ("y"), the Sequence will be erased and the Memory Indicator should reflect the reclaimed memory.

W2 - NAME SEQ

Name Sequence allows you to assign an eight-character Name to each of your eight Sequences. Press the W key while in Level 2 and you will see a cursor (the reversed square) for Name entry. The message "ENTER NAME & PRESS RETURN TO CONTINUE" will appear at the bottom of the screen. Enter the desired letters, numbers or the separators ".", "-", "/", and Space. If you make a mistake you can use the Left Arrow key at the lower right of the computer keyboard to back space. When you have finished entering the name, press Return. The Sequence Name you entered will appear to the right of the current "SEQ" indicator.

E1 - XPOSE SEQ

Transpose Sequence allows you to transpose the entire current Sequence to any key you desire. To transpose, press E in Level 1. The message "PLAY NOTE TO TRANSPOSE RTN TO EXIT", will appear at the bottom of the screen. If you decide not to transpose the Sequence simply press Return now. If you do wish to transpose the Sequence play a note on the keyboard you're using to record music. Transposes are performed relative to Middle C on your keyboard. That is, if you play Middle C no transpose is done. If you play the C one octave above Middle C the entire Sequence will be transposed up one octave, etc..

R1 - DISK

Pressing "R" in Level 2 (R2) takes you to the DISK MENU of Personal Musician. Any saves, loads, deletes of Songs or Sequences, as well as other disk related features are done from the DISK MENU (See Chapter 4).

Level 3

Q3 - CHANNEL +

The Personal Musician allows you to assign each Track a separate MIDI output channel, in order to send the Track to one of your synths which is on a different MIDI Channel. When you assign a channel to a Track, all information in the Track during playback or record is channelized to the specified channel. If you don't wish to have the Track channelized, be sure that the channel information under the Track shows a "space" which corresponds to no channelizing. You may assign a MIDI Channel of 1 to 16. When using the the Channel+ and Channel- commands you will notice that between the settings 16 and 1 there is a "space". This "space" is the setting for no channelizing, i.e. whatever channel information was recorded in the Track will be played.

To use the Channel+ command make sure the Track Cursor is on the correct Track and press Q in Level 3. You will see a "1" appear in the Channel Line under the appropriate Track. Press Q again and again and you will see a "2", and a "3", etc..

W3 - NAME TRK

The Name Track command allows you to assign a three character name to each Track in the Sequence. Press "W" in Level 3 and you will see the message "ENTER NAME & PRESS RETURN TO CONTINUE" at the bottom of the screen. Enter the three letter name and press Return (if you make a mistake you can use the Left Arrow key). After the Return the Name will appear under the appropriate Track in the Name Line.

E3 - AUTO-CORR

The Personal Musician's Auto-Correct function can be used to correct rhythmic irregularities in a Track. Auto-Correcting a Track allows you to round the timing values of events in a Track

to the nearest correct rhythmic value. To Auto-Correct a Track make sure the Track Cursor is on the Correct Track and press E while in Level 3. A table of various Auto-Correct values will appear ranging from a 1/4-note to a 1/32-note triplet. Use the "+" and "-" key to move the horizontal cursor to the Auto-Correct value you would like and press Return. You will be asked to confirm that you wish to Auto-Correct the Track. If you do press the "y" key.

IMPORTANT: Auto-Correcting a Track permanently alters timing information in a Track which cannot be recovered. If you have any doubts about the correct Auto-Correct amount start with the smallest Auto-Correct selection first (i.e. 1/32 note).

R3 - No Function

Pressing R in Level 3 of the MAIN MENU has no function.

Level 4

Q4 - CHANNEL -

The CHANNEL - command is the same as the CHANNEL + command described above except that CHANNEL - lowers the MIDI channel number instead of raising it.

W4 - ERASE TRK

To use the Erase Track command simply put the Track Cursor on the Track which you wish to erase and press W while in Level 4. You will be asked for confirmation that you would like the Track erased. To erase the current Track press the "Y" key. Erasing a Track recovers memory so you may see your Memory indicator increase.

E4 - XPOSE TRK

The Transpose Track function works exactly like the Transpose Sequence command described above except that it Transposes only the current Track rather than all Tracks in the Sequence.

Chapter Three

SONG MENU

To enter Personal Musician's SONG MENU press "R" in Level 1 of the Main Menu. A horizontal bar cursor will appear at the top of the reversed box in the upper right of the screen. This reversed box is the Song List used in the SONG MENU. The letter in the Sequence Selector in upper left of the screen will disappear, the Track cursor will disappear, and the SONG MENU will appear at the bottom of the screen.

The SONG MENU enables you to chain together the Sequences you have created. Up to sixteen elements can be chained together. For each of the sixteen elements you can select any one of the eight sequences (A to H) available. Songs allow you to string together elaborate chains of Sequences but require no additional Sequence memory. Songs can be transposed, named and saved on diskette.

At the top right of the Screen, above the Song List, you can see where the Song name, once given, will appear. The Song Transpose, if assigned, will appear directly below the Song Name. The horizontal bar at the top of the Song List is the "Element" Cursor. There are sixteen locations in the reversed box, each called a Song Element. When you specify a Sequence in the Song Menu it will appear in the Song Element indicated by the Element Cursor. The Element Cursor can be moved forward and backward by holding down either Shift key and pressing the ">" and "<" key respectively. To return the Element Cursor to the top position in the Song List press the "B" key. To place the Element Cursor on the last Song Element press the Control and "B" key.

The Song Elements are played top to bottom. So the first Song Element is the top Element and the last, the bottom Element. Eventually you will specify a Sequence for many of the Elements using the SEQUENCE+ and SEQUENCE- commands discussed below. When the Song is played the Sequences will be played in the order in which they appear in the reversed box. Empty Elements will be ignored and if an unrecorded Sequence is specified in an Element, it too will be ignored.

To play a Song (once constructed with recorded Sequences) simply press the SPACE BAR as if you were playing a Sequence. The Song will play starting from the Element indicated by the Element Cursor. If you wish to play the Song from the top you should be sure the Element Cursor is on the first Element in the Song. If you would like the Song to end exactly after finishing the last Element in the Song just press "Q" anytime during playback, otherwise the play will loop back to the first Element. All Mute commands work during Song play. You can stop playback by once again pressing the SPACE BAR.

Level One

Q1 - Sequence+

Q is used to set which Sequence you would like to appear in the Element indicated by the Element Cursor. Press Q and you will see the letter A appear at the very left of the Element Cursor. If Sequence A has been recorded you will see its mutes, Track Names, and Channel Assignments appear at the bottom of the screen just as they normally appear on the screen. If Sequence A has been named you will see its name appear in the the Element Cursor. Press Q again and the A will change to a B. By continuing to press Q you can set the Element to any of the 8 Sequences available in Personal Musician. As you increment past the last available Sequence - Sequence H - you will come back to a blank space, which is the way you unassign an Element in the Song screen. When creating a Song just decide which Sequence you would like in the Element and continue to press Q until you arrive at the desired Sequence.

W1 - Name Song

A Song is everything which is in Personal Musician at any one time. This includes all eight Sequences, whether they have been assigned in the Song list or not. When you save a Song on a disk you have saved a complete picture of Personal Musician when the

save was performed. This is in contrast to a Sequence save which saves only a single Sequence. The Name Song command allows you to give the song up to an 8-character name. This will be the name that the Song will have when finally saved to diskette (preceded by the 3 letters "SNG"). To name the Song you are currently working on press W while in Level 1. You will see the message "ENTER NAME & PRESS RETURN TO CONTINUE". You will also see cursor appear in the upper left hand corner of the screen. You may now enter the Song name and when done press Return. When entering a name the Left Arrow key may be used to fix mistakes.

E1 - INSERT

If you have forgotten to Insert an Element somewhere in your Song and need to create a space for another Sequence, use the Insert command. Set the Element Cursor to the Element where you need to put the space and press E. You will see that all Elements including the one you were on are moved down one location. NOTE: When using the Insert command, any Sequence assigned to the last Element (#16) will "disappear" from the Song List only, having been "pushed off the end".

R1 - EXIT

Pressing R returns you to the MAIN MENU.

Level 2

Q2 - SEQUENCE-

SEQUENCE- acts exactly like the SEQUENCE+ command discussed above except that it decrements the Sequence you are assigning to a Song Element instead of incrementing it. To use SEQUENCE- be sure the Element Cursor is on the correct element and press Q in Level 2 until the desired Sequence is indicated.

Chapter Four

DISK MENU

W2 - ERASE SONG

To erase the Song press "W" in Level 2. Erase Song clears all of the Song Elements and blanks out their names. ERASE SONG does NOT erase or affect any of the recorded Sequences.

E2 - DELETE

The DELETE command is the opposite of the INSERT command described above: it is used to remove unwanted Song Elements instead of Inserting a new blank Element. To use the Delete command move the Element Cursor to the Element you wish to remove and press E in Level 2. The unwanted Element will disappear and all the following elements will be move up one position. Notice that a new blank Element will appear in the last Element location (#16).

R2 - XPOSE SONG

With the Transpose Song command you can Transpose an entire Song. To set the Song transpose, press "R" while in Level 2. The same message will appear as in the Transpose Sequence command in the Sequence Edit Menu. Play the appropriate note on your keyboard to set the desired Song Transpose. The selected Transpose will appear under the Song Name in the upper right hand corner of the screen. If you wish to untranspose the Song, again use this command and press Middle C on your keyboard.

All the disk operations necessary to use the Personal Musician are provided on the DISK MENU. If you wish to perform other disk functions consult your computer reference manual.

You may at times see the message "DISK ERROR ... PRESS RETURN", when using the DISK MENU commands. This message appears if any disk error is encountered. Some of the possible sources of disk error are: 1) an improperly connected disk drive; 2) an open disk drive door; 3) a save attempted to a write protected diskette; 4) any disk operation to an unformatted diskette; and 5) No disk in the disk drive. If you run into a disk error, check to see if the source is one of these. If it is not, you may have a bad diskette or a malfunction in your drive. Repeat the operation with another formatted diskette.

It's a good idea to create backups of your Sequences and Songs by saving them on more than one diskette. It is also a good idea, if you have been working a long time on a single piece, to save it even if you haven't finished. A power glitch or problems with a disk could destroy all your work. Saving your work each hour may be bothersome but you will never lose more than an hour of work. Also, saving under a different name each time may fill up a diskette more quickly, but you will have several nearly completed backups of your work.

Keep your diskettes away from dirt and magnetic fields (such as loudspeakers) and don't touch the exposed area on your diskettes. Always keep your diskettes in their envelopes when not in use.

Be sure that a properly formatted data diskette is in your drive before attempting any Disk commands. If a properly formatted diskette is not used a disk error will result.

IMPORTANT: When a Sequence is saved using the Save Sequence command, the Sequence file is saved to diskette under the name you have given it preceded by the three letters "SEQ-" which indicate it is a Sequence file. Similarly Songs are saved under their given name preceded by the three letters "SNG-". When loading Songs or Sequences you need not enter the prefixes "SEQ-" or "SNG-" however. You need only enter the correct name - the Load Sequence and Load Song commands will automatically attach the correct prefix to the file name you enter.

Level One

Q1 - CATALOG

Pressing Q allows you to view the Catalog of the diskette currently in the selected drive. When you have finished viewing the Catalog, press Return to return to the DISK MENU. REMEMBER: On diskette, Song filenames will be preceded by "SNG-" and Sequence files will be preceded by "SEQ-".

W1 - LOAD SONG

SONGS that have been saved onto diskette using the SAVE SONG command can be loaded into the Personal Musician using LOAD SONG command. LOAD SONG allows you to load a Song which includes one Song arrangement and all Sequences that were in memory when the Song was saved into computer memory.

To perform a SONG LOAD press W while in Level 1 of the DISK MENU. The message "LOAD SONG: ENTER NAME & PRESS RETURN TO CONTINUE" will appear. Enter the name of the Song you wish to Load and press Return. If you have correctly entered the name of a Song which is on the diskette currently in the drive you will see the message "** CURRENT MEMORY WILL BE LOST. * IS THIS OK? (Y/N)". This message is reminding you that when you load a Song EVERYTHING currently in memory will be LOST. If this is acceptable, answer yes ("Y") and the Load will be executed.

When trying a Disk Load in either the Sequence or Song Disk Menus, you may see the message " * FILE NOT FOUND .. PRESS RETURN * ". If you encounter this message, use the catalog command to check to see that you have properly entered the name and that the correct diskette containing the file is in the drive.

E1 - LOAD SEQ

SEQUENCES that have been saved onto diskette using the SAVE SEQ command can be loaded into any Sequence in the Personal Musician using LOAD SEQ command. To perform a Sequence Load be sure the Sequence Selector is set to the Sequence slot you would like to load the previously saved Sequence into. If another Sequence has

been recorded in this slot you may wish to save it on diskette or to move to another Sequence location. Press W to initiate the Sequence load and you will see the message "LOAD SEQUENCE: name of the Sequence you wish to load and press Return.

Personal Musician checks to see if there is enough memory remaining to hold the new Sequence. If insufficient room is present you'll have to make additional memory available before the Personal Musician will let you execute the Load.

R1 - EXIT

Pressing R while in the Level 1 of the DISK MENU exits you back to the MAIN MENU.

Level 2

Q2 - Drive #n

Pressing Q in Level 2 allows you to select either drive 1 or drive 2 for all subsequent drive operations (loads, saves, catalog, new disk and deletes). Personal Musician comes up with drive number 1 selected.

W2 - SAVE SONG

Pressing W Level 2 of the DISK MENU allows you to save the Song currently in the Personal Musician. A Song as mentioned earlier is everything in the Personal Musician at any time, including all Sequences and any Song arrangement you have made. After pressing W you will see the message "SAVE SONG: NameHere PLEASE CONFIRM (Y/N)". Just as in the Sequence Save if you have given the Song a name it will appear in the "NameHere" location. If you haven't named the Song you need to enter one here. Then answer yes by

pressing the "Y" key. Also, if a Song exists on the diskette under the same name you will be asked if you wish to replace the old file. Otherwise, Personal Musician will go ahead and save the entire Song file onto the diskette.

E - SAVE SEQ

Pressing E while in Level 2 of the DISK MENU allows you to save the Sequence currently selected by the Sequence Selector. If this Sequence has not been recorded and you press E you will be given a message indicating that nothing has been recorded. If something has been recorded in the Sequence, a window will appear reading "SAVE SEQUENCE: NameHere PLEASE CONFIRM (Y/N)". As in Song Save, if you have not yet given the Sequence a name, a Cursor will appear in the first location of "NameHere". You need to enter a name for the Sequence and answer yes ("y"). If you previously named the Sequence the name you gave it will appear in the "NameHere" location. If a Sequence has already been saved on the diskette under this name you will be asked if you wish to replace the old file with this file. If you do, answer yes and the old file will be scratched and the new file saved. If you wish to keep the old file answer no ("n") and give the current Sequence a different name.

R2 - EXIT

Pressing R in Level 2 of the DISK MENU returns you to the MAIN MENU.

Level 3

W3 - NEW DISK

Before any diskette can be used as a data diskette in Personal Musician it MUST be formatted. The New Disk command allows you to format old and new diskettes. To format a diskette press W in Level 3. You will be asked to insert the diskette you wish to format into the drive. Do so and press Return. You will then be

asked to confirm that you wish to format the diskette currently in the drive. IMPORTANT: Using the New Disk command erases EVERYTHING on the diskette. Make absolutely sure there is nothing you wish to save on a diskette before you format it. The New Disk command will take about a minute to format an unused diskette.

W3 - DELETE SNG (Delete Song)

With the Delete commands on the DISK MENU you can delete (scratch) unwanted Sequence or Song files from your diskettes. To Delete a Song file press W while in Level 3. Enter the name of the Song you would like to Delete and press RETURN. If a Song file with the same name exists on the diskette currently in the drive you will be asked to confirm the Delete. Once a Song file is Deleted it can NEVER be recovered.

E3 - DELETE SNG (Delete Sequence)

To Delete a Sequence from a data diskette press E while in Level 3. As in Delete Song enter the name of the Sequence you would like to Delete and press RETURN. If a Sequence file with the same name exists on the diskette currently in the drive you will be asked to confirm the Delete. Once a Sequence file is Deleted it can NEVER be recovered.

R3 - EXIT

Pressing R in Level 3 of the DISK MENU returns you to the MAIN MENU.

Chapter Five

Hidden Commands

There are several commands active in the Personal Musician which do not appear on the Menus. These commands are executed by pressing various keys on the computer keyboard. Because these commands do not appear on the Menus they are referred to as "Hidden" Commands. Many of the Personal Musician's most basic features are performed through Hidden Commands, so you should read this Chapter carefully.

Record/Playback Commands

Muting and Unmuting - #'s 1 to 4, 0 and the Shift Key

As discussed in Chapter 1, Personal Musician allows you to mute and unmute any Track you have recorded during both playback and record. To mute or unmute a Track that has been recorded simply press the corresponding Track number on the computer. If you are muting the Track its Track number will be blanked. If unmuting a Track it will be unblanked and the Track will resume playing. To mute all Tracks, hold down the Shift key and press the "0" key. To unmute all Tracks press the "0" key.

To solo a given Track hold down the Shift key and press the Track's corresponding number on the computer keyboard. After having done this you will see all the other recorded Tracks muted.

Q - Exit at the End of a Sequence or Song

Pressing Q at any time during the playback of a Sequence or Song will cause Personal Musician to stop playing at the Sequence's or Song's end rather than looping back to the start.

R - Start Record of 1st Recorded Track

When recording the first Track of a Sequence, the Personal Musician waits for a note to be played before letting the clock proceed to count. This is done to insure the first note you play comes in on "one". If you would like to record a rest at the start of the Sequence rather than wait for the first note simply press R1 after beginning to record. After pressing R you will see the clock begin to count beats and measures indicating that recording has begun. Using R1 applies to the recording of the first Track ONLY and has no effect if you have set a Sequence End.

Return - Playback Pause Key

If you wish to Pause during Song or Sequence playback simply press the Return key. Playing will stop immediately. To Unpause press Return again. Playback will resume only on the next whole beat. This is done to ensure that any drum box you might be using will stay in some kind of time with the Sequence playback. Pause works ONLY in playback - it does NOT work in record. When you have Paused playback clock information such as MIDI drum out is still sent out to allow external devices such as a drum box to continue playing.

Other Hidden Commands

The following is a list of some of the remaining Personal Musician Hidden commands. Hidden Commands which have already been discussed at length are not discussed here. For a complete list of Hidden Commands review Appendix B.

Sequence and Track Cursors

Pressing the ">" key moves the Track Cursor to next Track. Pressing the "<" key moves the Track Cursor to previous Track. Holding down either Shift key and pressing the ">" key moves the Sequence Selector to the next Sequence. Holding down either Shift key and pressing the "<" key moves the Sequence Selector to the previous Sequence.

Zero Pitch & Mod Wheels, Maximize MIDI Volume & Sustain Off

Pressing the "Z" key on your computer sends zero pitch and mod wheel out over all channels, sends turn off sustain pedal over all channels, and sends out maximum MIDI volume over all channels. All of these commands are important if the wheel settings, sustain or volume have somehow been set to funny values. This command is automatically executed when you exit playback or record of a Sequence or a Song. This is done to ensure that the various controllers are reset to normal settings upon exiting playback or record rather than some arbitrary value recorded in one of the Tracks.

Omni Mode Off/Poly Mode On

Pressing the "O" key on your computer will send out an Omni Mode Off/Poly Mode On command over all MIDI Channels. Some synths when first turned on come up in Omni Mode, i.e. they will receive and respond to all MIDI channels. This means that during Sequence and Song playback they will play information from all Tracks rather than the specific Track to which you have assigned that synth's MIDI Channel. This is important only if you are using a multi-synth set-up.

If this is the case and you wish to put all of your synths in Omni Off/Poly On, then press the "O" key to send the command over all Channels. It will affect all units which you have connected to the MIDI Out of your Interface card and which are turned on at the time you press "O". After you press "O", your synths should play information coming only over the specific MIDI Channel to which they are assigned. If you don't want certain synths to be in poly mode, be sure they are turned off or disconnected when you use this command.

Clear Memory

You can erase everything in Personal Musician memory including all Sequences and Songs by holding either Shift key and pressing the "?" key. You will be asked to confirm that you wish to erase everything in memory. If you do answer yes ("y"), everything in memory will be erased.

Metronome On/Off

If you wish to disable Personal Musician's MIDI metronome simply press the "n" key on your computer. If you wish to turn the metronome back on press the "n" key again. There is no indicator on the screen to show whether the metronome is on or off.

Appendix A

Personal Musician Menu Maps *

MAIN MENU

Key	Q	W	E	R
Level 1	Set Tempo	Set Metro	Set End	SONG
Level 2	Erase Seq	Name Seq	Xpose Seq	DISK
Level 3	Channel+	Name Trk	Auto-Corr	<Blank>
Level 4	Channel-	Erase Trk	Xpose Trk	<Blank>

SONG MENU

Key	Q	W	E	R
Level 1	Sequence+	Name Song	Insert	EXIT
Level 2	Erase Sng	Channel +	Delete	Xpose Sng

DISK MENU

Key	Q	W	E	R
Level 1	Catalog n	Load Song	Load Seq	EXIT
Level 2	Drive #n	Save Song	Save Seq	EXIT
Level 3	New Disk	Dlete Sng	Dlete Seq	EXIT

* Labels appearing in all caps take you to other Menus.

Appendix B

Hidden Commands

When in all Menus other than the SONG MENU pressing the following keys on the computer keyboard will execute the corresponding command:

a	- All notes off (all channels)
n	- Audio metronome on/off
o	- Omni mode off/poly mode on (over all channels)
?	- Clear everything in memory (with confirmation)
Return	- Pause in playback, and when pressed again resumes play on next beat
Space Bar	- Start playback if Sequence recorded, when pressed again stops playback
z	- Zero mod and pitch wheels, zero sustain, maximize midi volume over all channels
>	- Move track cursor to next track
<	- Move track cursor to previous track
#'s 1 to 4	- Mute and unmute corresponding track (if recorded)
0	- Unmute all recorded tracks
Shifted #'s	- Solo selected track
Shifted #0	- Mute all tracks
Q	- If pressed anytime during playback will exit at end of sequence
/ & Space Bar	- Start record of indicated track
R	- On recording 1st track starts record without waiting for 1st note
+	- Counter forward by 1 pulse
-	- Counter backward by 1 pulse
Cursor Right	- Counter fast forward
Cursor Left	- Counter fast reverse
B	- Set Counter to start (001:01:01)
B & Control	- Set counter to sequence end
> (Shifted)	- Move sequence cursor to next sequence
< (Shifted)	- Move sequence cursor to previous sequence

Appendix C

When in the SONG MENU pressing the following keys the computer keyboard will execute the corresponding command:

a	- All notes off (all channels)
n	- Midi metronome on/off
o	- Omni mode off/poly mode on (over all channels)
?	- Clear everything in memory (with confirmation)
Return	- Pause in playback, and when pressed again resumes play on next beat
Space Bar	- Start/stop playback of song
z	- Zero mod and pitch wheels, zero sustain, maximize midi volume over all channels
>	- Move track cursor to next track
<	- Move track cursor to previous track
#'s 1 to 4	- Mute and unmute corresponding track (if recorded)
0	- Unmute all recorded tracks
Shift #'s	- Solo selected track
Shifted #0	- Mute all tracks
Q	- If pressed during playback of song exits after playing last sequence in song
B	- Move element cursor to first song element
B & Control	- Move element cursor to last song element
> (Shifted)	- Move element cursor to next song element
< (Shifted)	- Move element cursor to previous song element

Glossary of MIDI Terms

The following glossary defines some of the most commonly used MIDI-related terms. This list is by no means complete but is intended to serve as an introductory guide to often used MIDI related terms.

After-touch: A MIDI protocol which reflects how hard an instrument key is being pressed after the note on has first been sent. After-touch can be monophonic, i.e. one pressure sent for the entire keyboard regardless of how many keys are down, or polyphonic, i.e. pressure sent for each individual key pressed down.

All-notes-off: A MIDI protocol which when sent to an instrument is supposed to turn off all notes currently sounding. This command is not recognized by all instruments.

Auto-correct: (sometimes referred to as quantization) A feature often found on sequencers and drum machines which makes the timing of recorded MIDI notes more precise, e.g. recorded notes could be "auto-corrected" to the nearest quarter note.

Bank: A collection of patches or sounds within a synthesizer or other MIDI instrument.

Cartridge: a plug-in, memory storage device often holding a "bank" of sounds. Some cartridges are programmable (RAM) others contain non changeable information (ROM).

Channel: Any one of 16 available designations attached to many of the MIDI protocols. Used to specify which instrument a given MIDI protocol is supposed to affect.

Channel Pressure: MIDI protocol used to communicate monophonic after-touch information.

Controller: Any device used to change characteristic of sound produced by an electronic instrument, e.g. modulation wheel, or pitch bend wheel.

Controller Number: The designated MIDI number associated in the MIDI specification to a specific controller, e.g. modulation wheel is controller 1.

Data Dump: The act of sending the entire contents of an instrument's memory either to another instrument or to a computer for storage or editing purposes.

Master: Instrument used to control other instruments or devices, e.g. a master keyboard could be used to "control" several sound making modules in a large MIDI system.

MIDI: Musical Instrument Digital Interface; an industry agreed upon specification for protocols by which instruments communicate with each other and with computers. Specification includes hardware design for bidirectional serial port, i.e. MIDI interface.

MIDI Interface: Bidirectional serial interface either built into device or added as additional hardware card which allows device to receive and transmit MIDI protocols.

Mode: The way in which a device is currently responding to incoming MIDI protocols. There are 4 basic MIDI modes which include omni-on/poly (mode 1 or omni mode), omni-on/mono (mode 2), omni-off/poly (mode 3 or poly mode), and omni-off/mono (mode 4 or mono mode).

Mono Mode: MIDI mode of operation where instrument will only play monophonically to incoming note on/off information on proper channel. Play is monophonic even if polyphonic note on information is received.

Monophonic: Able to play only 1 note at a time. If another note on is received while still playing previous note, new note typically is turned on and earlier note turned off.

Omni Mode: MIDI mode of operation in which device responds to all incoming MIDI protocols regardless of channelization.

Patch: Often used to denote a specific voice (or program) selection on any given instrument, e.g. a horn "patch".

Poly Mode: Slang term for omni-off/poly. MIDI mode of operation where device responds only to incoming MIDI protocols with channel information matching device's own selected channelization. In poly mode multi synthesizer system can have various instruments playing their individual parts by responding only to their own channelized information and ignoring other channelized MIDI protocols.

Program change: A MIDI protocol that when received causes instrument to change from one patch to another. Program changes are channelized.

Sequencer: A software program or hardware device used to record and playback MIDI information (e.g. Personal Musician program).

Sustain: The portion of a sound arrived at and sounding when a key on an instrument is held down arbitrarily long, i.e. the part of the sound that sustains.

Sustain Pedal: when pressed will keep the sound in the sustain portion of the sound until the pedal is released (if the instrument supports a sustain pedal).

System-exclusive: MIDI protocol information that is specific to an individual instrument, such as voicing information. The individual manufacturers determine the meaning and format of their own specific, System Exclusive information.

Tremolo: Periodic changes in volume of a voice.

Touch-sensitive: Those instruments which respond to how hard or how fast a note was pressed are said to be touch-sensitive.

Velocity Data: The part of the MIDI note on and off protocol which conveys how hard (or fast, thus velocity) a note was struck.

Vibrato: Periodic changes in frequency of a voice (as opposed to tremolo which is periodic changes in volume of a voice).

wheel: A type of controller used to alter various controllable aspects of a voice produced by an instrument, e.g. pitch bend wheel and modulation wheel.

INSTALLING YOUR APPLE IIE/II+ MIDI INTERFACE:

1. MAKE SURE POWER IS OFF.
2. REMOVE YOUR COMPUTER'S COVER.
3. LOCATE AUX SLOT #2. IT IS THE THIRD SLOT FROM THE LEFT.
4. NOW, INSERT YOUR INTERFACE IN SLOT #2. PRESS FIRMLY TO ASSURE THAT THE INTERFACE SITS PROPERLY.
5. INSTALL YOUR MIDI CORDS THROUGH THE REAR PANEL OF YOUR COMPUTER AND INSERT THE "IN" AND "OUT" 'S RESPECTIVELY.

(NOTE: MARK YOUR "IN" & "OUT" CORDS TO AVOID CONFUSION.)
6. INSTALL YOUR COVER.
7. TURN POWER ON AND LOAD YOUR PROGRAM.

YOU ARE NOW READY TO "ROCK AND ROLL"!!!!

APPLE GS 3.5" ADDENDUM FOR PERSONAL MUSICIAN

Your 3.5" version of Personal Musician for the Apple GS does not auto boot the Personal Musician program. Instead when you auto boot your factory diskette a message will appear and you will be given the normal "]" system prompt. The message indicates that if you wish to make data disks, on which you can save your sequences or songs, they must be "initialized" in this screen - NOT IN THE PM PROGRAM ITSELF - as the manual indicates. Data diskettes MUST be initialized before they can be used.

As the screen message says, to make data disks in this screen you must type:

INIT NAME (Return Key)

After typing this you will be given a message indicating that you need to insert a System disk - either your factory disk any other disk you have previously initialized. When you perform the INIT the write protect must be off both the System diskette and the diskette you intend to initialize. You should now follow the prompts to initialize a data diskette.

IMPORTANT: Since you need to unwrite protect either your factory diskette or a previously made data diskette, when you initialize new data diskettes you should BE VERY, VERY CAREFUL IN FOLLOWING THE PROMPTS. If you insert the disks in the wrong order you could ERASE either your factory diskette or a previously made data diskette. Because of this it is strongly suggested that when you first bring up Personal Musician make a dummy data diskette using the factory diskette. After this NEVER USE THE FACTORY DISKETTE TO MAKE A DATA DISKETTE AGAIN - INSTEAD USE THE DUMMY DATA DISK TO MAKE NEW DATA DISKETTES.

Since data diskettes have to be initialized in this screen and not in the PM (Personal Musician) program itself, the Init command has been removed from the PM Disk Menu contrary to what is indicated in your PM instruction manual.

To load and run your Personal Musician program from this screen type:

BRUN PM (Return)

ATTENTION PERSONAL MUSICIAN OWNERS

The Personal Musician Program you have just purchased comes with a selection of musical pieces included on the factory diskette. When your Personal Musician Program is "brought up" it will automatically start playing the first of these selections. If you let Personal Musician play through the first selection, the program will automatically load the second selection and play it. This process will continue until all the selections on the factory diskette have been played. In this mode the Personal Musician acts as a sort of "MIDI Record Player".

You may halt this process at anytime by pressing the SPACE BAR. This will exit you into the normal Personal Musician sequencing program. If you wish to restart this "Record Player" process you may do so at anytime by pressing the "p" key. While in the "Record Player" mode you may reject the selection currently playing and go immediately to the next selection also by pressing the "p" key.

With Personal Musician you may make MIDI Records of your own that will work in exactly this fashion. All you have to do is save the selections you would like to play on any diskette with correct titles. The pieces must be entitled "play1", "play2", "play3", etc. Up to nine selections (up to "play9") can be cued up and played on any diskette. Though any number of pieces up to nine may be placed on any "Record" diskette you must not leave out any middle selections. For example if you have three pieces you wish to make a Record out of they must be named "play1", "play2" and "play3". They cannot be named "play1", "play3" and "play4" (notice "play2" is missing).

Make all the MIDI Records you like and play them for your friends. We hope you enjoy Personal Musician.